

LEGO

DREAMZZZ

LEGO®

TOY:

COOL
ROBO-LOOK

GOLD
DOUBLE-SHOOTER

SHOOTS
PROJECTILES

COOPER

**SENSATIONAL
SHOWDOWN!**

ALL ABOUT THE DREAM
CHASERS' DUEL

BIZARRE BUGS!

**CARNIVAL
CHAOS!**

It's a Dreamseeker vs
Grimspawn showdown

EXCITING-COMIC!

HEHEHE,
NIGHTMARES
GET SPLATTED
AT THE FAIR!

EPIC POSTERS

IMMEDIATE DISCOVER: LEGO® DREAMZZZ
ISSUE 7 £4.50



9 773029 002003 09>

Warning!
Choking hazard.
Small parts.



UK
CA
CE

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of the packaging.

**ADVENTURE
AWAITS**



HEARTLAKE FARM



**WELCOME
TO YOUR VERY
OWN FARM**

Join Autumn and her friends to explore, plant, decorate and help it bloom again!



SCAN THE QR CODE AND
BEGIN YOUR FARM
ADVENTURE TODAY



42607
Autumn's Baby
Cow shed



42634
Horse and Pony
Trailer



42617
Farm Animal sanctuary

START DREAMING!

YIKES, WE'VE REALLY GOT OUR HANDS FULL THIS TIME. AN EVIL WITCH, TROUBLESOME DOPPELGANGERS AND ALL KINDS OF NEW WORLDS! HELP THE NIGHT BUREAU BY READING THE COMIC, STUDYING ALL THE VITAL INFORMATION AND SOLVING THE PUZZLES!

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READ ABOUT THE DREAM CHASERS' BIGGEST COMPETITION!



ENJOYING THE MAGAZINE?

Have any questions, requests or suggestions? Then write to us - we would love to hear from you!

LEGO DREAMZzz magazine,
Immediate Media,
Vineyard House, 44 Brook Green,
London W6 7BT
Or email us at
LEGO.DREAMZzz@immediate.co.uk

THE WITCH IS WATCHING!

The Never Witch is keeping a close eye on the magazine. Enter the page numbers where she found the details below, then choose the right path to get by her!

START

A B C D



DREAM CRAFT

You'll find tasks throughout the magazine. They invite you to use your LEGO® bricks in a creative way. Unlock the power of your imagination and stop the nightmares!

BRAWL OF THE BADDIES IN THE COMIC

THAT WAS EMBARRASSING TO SAY THE LEAST!

Find the answers on page 34.

In the Never Witch's lair ...

MAGNIFICENT!
SO MANY STOLEN
MEMORIES AND CAPTURED
REALMS! AND THEIR
NUMBER IS GROWING
BY THE DAY!

AT THE UN-FAIRGROUND!

Story & Script: Jan Dinter
Illustrations: InkBubble Studios
(Pencils & Inks: Virgilio D'Ambrosio,
Colours: Marco Pelandra)

ALL THESE
REALMS ARE
MINE NOW ...

... AND WILL
ALL CEASE TO EXIST
IN THE DREAM
WORLD.

AND VERY SOON
I WILL HAVE SEIZED THEM
ALL AND THE DREAM WORLD
WILL ONCE AGAIN BE AS IT
SHOULD BE!

WITHOUT
ALL THESE PESKY
DREAMERS AND
THEIR UNNECESSARY
REALMS!

AND FOR THE
NEXT REALM IN LINE,
LET'S CONCOCT SOME NICE
LITTLE DOPELGANGERS TO
CAUSE MAYHEM!

GO TO BIZARRO
BROOKLYN MY EVIL DARLINGS
AND CAUSE SOME HAVOC THERE
UNTIL THE GUARDIAN OF THE
REALM AWAKENS TO
PROTECT IT!

Swoooooosh!

THEN I'LL TURN
HIM INTO DREAM SAND
AND SEIZE HIM! AND WITH
HIM, HIS ENTIRE REALM
AND EVERYONE
IN IT!

HIHIHIHI!

Meanwhile in the grim realm, the nightmare king is locked up by Z-Guardian but still tries to cause trouble with the help of his minions...

MY LOYAL GRIMSPAWN, THANK YOU FOR TRAVELLING BACK FROM THE MANY DREAM REALMS TO REPORT TO ME.

NOW YOUR TASK IS TO HEAD TO BIZARRO BROOKLYN AND LOOK FOR THE NIGHT BUREAU THERE.

BECAUSE SOMEONE OR SOMETHING THERE MIGHT HOLD THE KEY FOR BUSTING ME OUT OF THIS PRISON!

GO FORTH, MY GRIMSPAWN, GO FORTH TO FREE YOUR MASTER!

Later in Bizarro Brooklyn, the dream version of the dream chaser's neighborhood...

I WONDER WHAT'S GOING ON IN THE HEADQUARTERS TODAY.

MATEO AND IZZIE SHOULD BE THERE ALREADY AND ...

HEY, WHAT'S GOING ON OVER THERE?!

WHERE'S THAT NIGHT BUREAU THINGY?

MAYBE IF WE CAUSE A LITTLE TROUBLE, THE DREAM CHASERS WILL TURN UP AND WE'LL FIND OUT FROM THEM!

THIS PLACE IS SO BORING, HOW ARE WE SUPPOSED TO CAUSE HAVOC AROUND HERE?

WHO KNOWS, MAYBE HAVOC IS JUST AROUND THE CORNER.

PATTER!
PATTER!

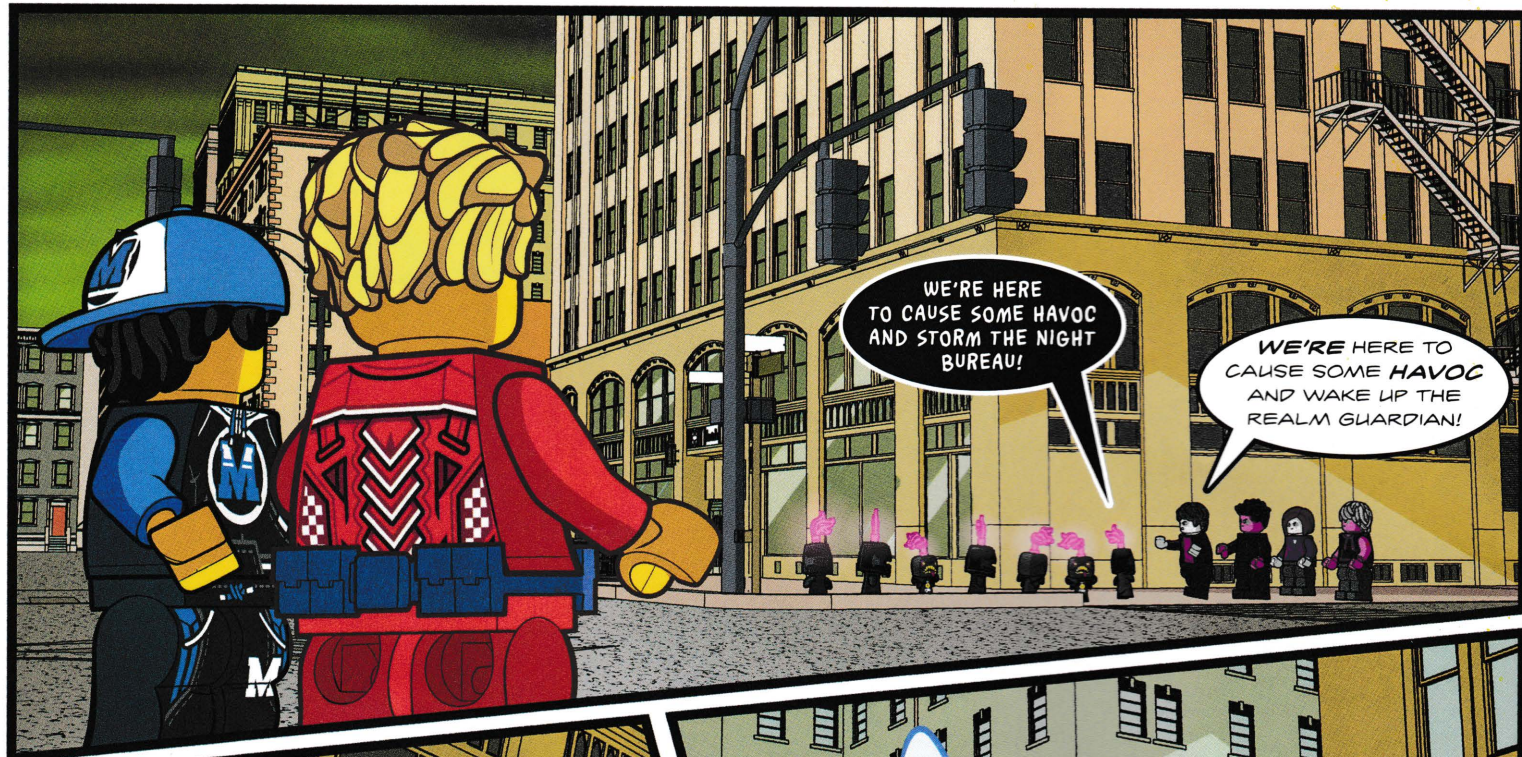
EY!

OWN!

BOFF!

WHO ARE YOU?!

WHAT IN THE DREAMWORLD ARE YOU AND WHAT ARE YOU DOING HERE?



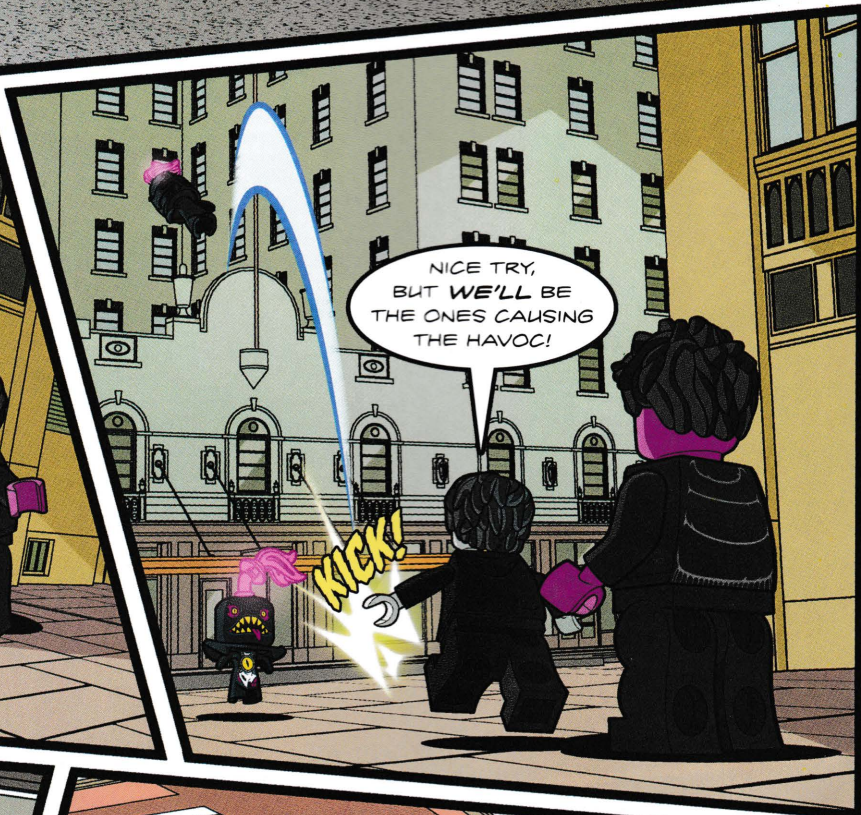
WE'RE HERE
TO CAUSE SOME HAVOC
AND STORM THE NIGHT
BUREAU!

WE'RE HERE TO
CAUSE SOME HAVOC
AND WAKE UP THE
REALM GUARDIAN!



FORGET IT!
WE'RE THE ONES CAUSING
THE HAVOC AROUND
HERE!

SMASH!



NICE TRY,
BUT WE'LL BE
THE ONES CAUSING
THE HAVOC!

KICK!



GUYS, THERE'S
SOME REALLY WEIRD
STUFF GOING ON. YOU
HAVE TO SEE THIS!

WE'RE
ALREADY ON
OUR WAY,
COOP!



COME ON,
LET'S TAKE MY
QUAK!

YOUR QUAK?
WHAT ON EARTH
IS THAT?

BASICALLY,
JUST A QUAD... WITH
A PINCH OF DUCK
ADDED FOR GOOD
MEASURE!

CONTINUED
ON PAGE 10

CRYSTAL CLEAR!

ACTIVITY

The Never Witch thinks no crystal is more glorious than hers. Prove her wrong, grab your pencils and create the coolest crystal ever!

HIHIHI!

NO COLOUR COULD BE LOVELIER THAN BRIGHT NEON PINK!

I WOULD LIKE TO DREAM CRAFT A Z-BLOB CRYSTAL WITH LOTS OF GREEN AND ODD SHAPES IN IT.



Mateo and Izzie are already on their way to Cooper and Logan...

YOUR QUAK'S A PRETTY NIFTY RIDE!

TELL ME ABOUT IT! I CAME UP WITH THE IDEA DURING A CHAT WITH MR. HOPPER. IT'S NOT AS FAST AS HIS FROG TAXI, BUT MUCH MORE MANOEUVRABLE!

TAP!

TAP!

TAP!

A short time later...

SO, WHAT'S UP FOLKS?

PSST! GRIMSPAWN ARE TUSSLING WITH DOPPELGANGERS OVER THERE...KEEP YOUR VOICE DOWN SO THEY DON'T SEE US.

NICE RIDE! I'LL HAVE TO DREAM CRAFT ONE OF THOSE MYSELF!

HUH?

>GULP! TOO LATE! THEY'VE SPOTTED US!

HOW NICE OF YOU TO SHOW UP, DREAM CHASERS. WE HAVE A BONE TO PICK WITH YOU!

LET'S BEAT IT!

I'VE GOT THIS!

SWISH!

AFTER THEM! THEY KNOW WHERE THE NIGHT BUREAU IS!

WHERE DO WE GO?

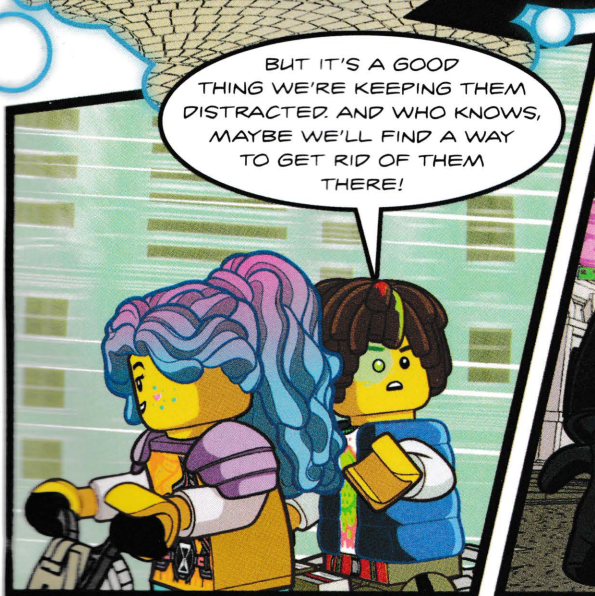
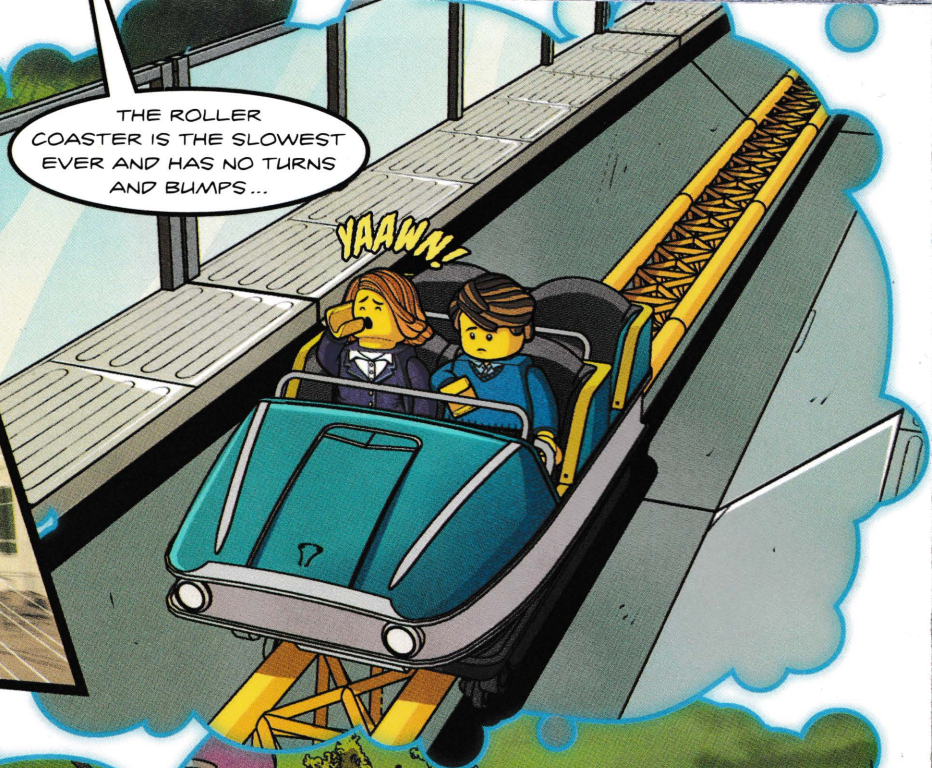
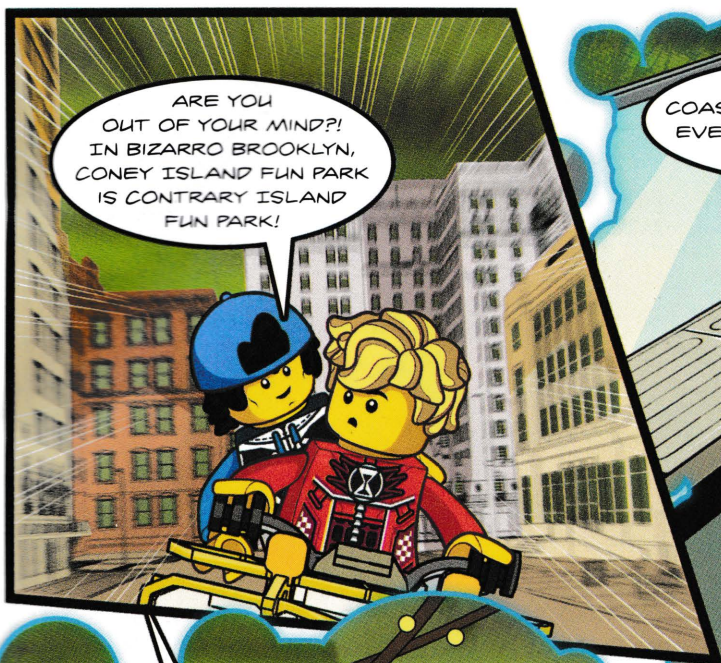
IF WE KEEP STRAIGHT ON, WE'LL REACH THE AMUSEMENT PARK AT CONEY ISLAND. HOW ABOUT THAT?

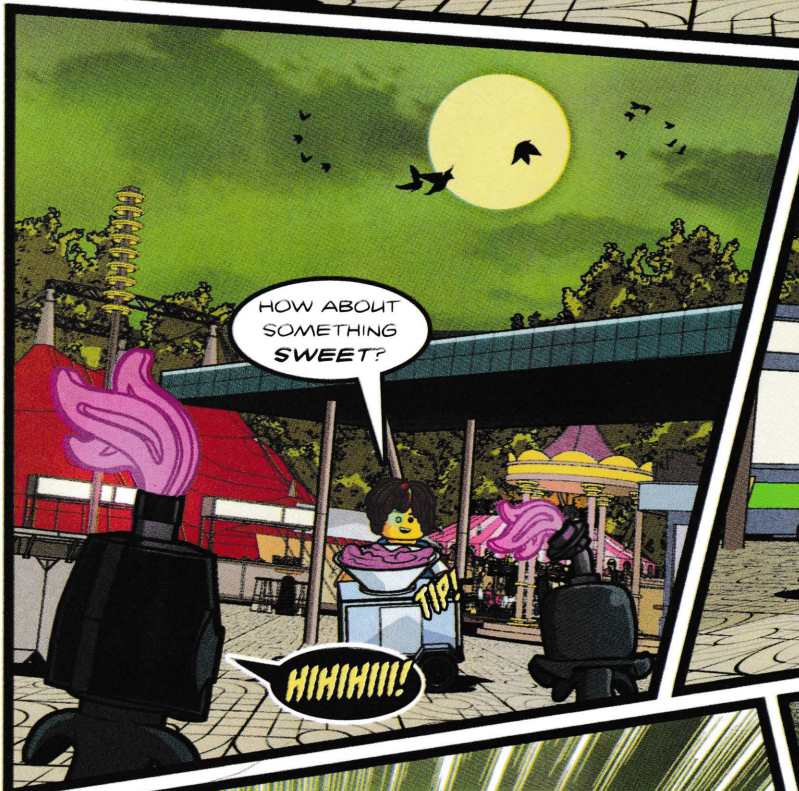
TAP!

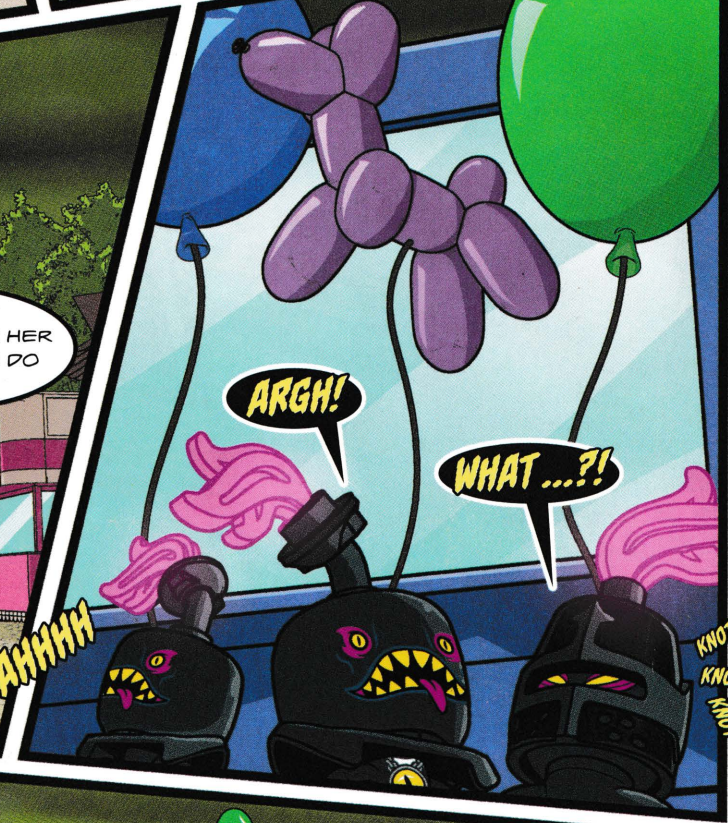
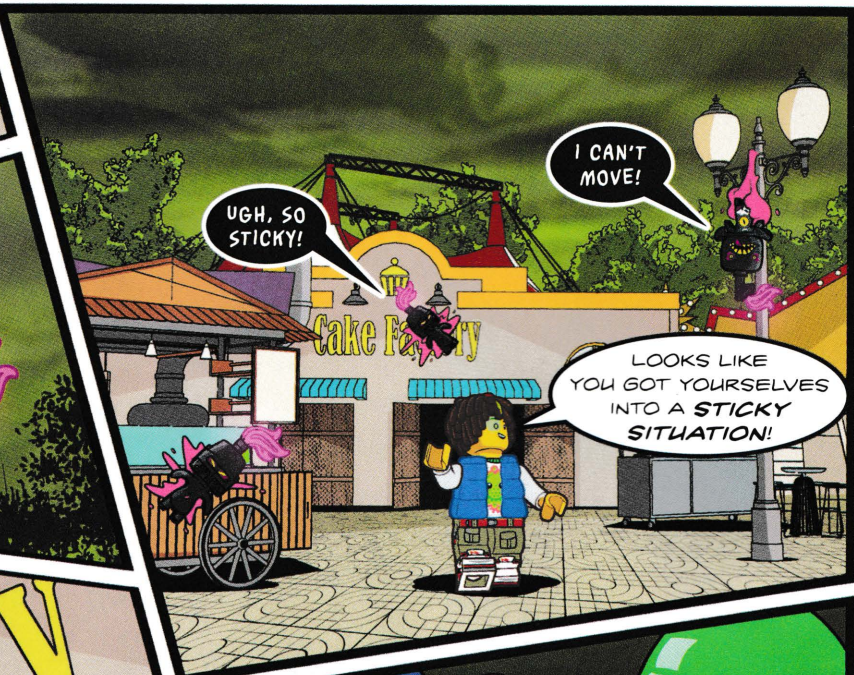
TAP!

TAP!

TAP!









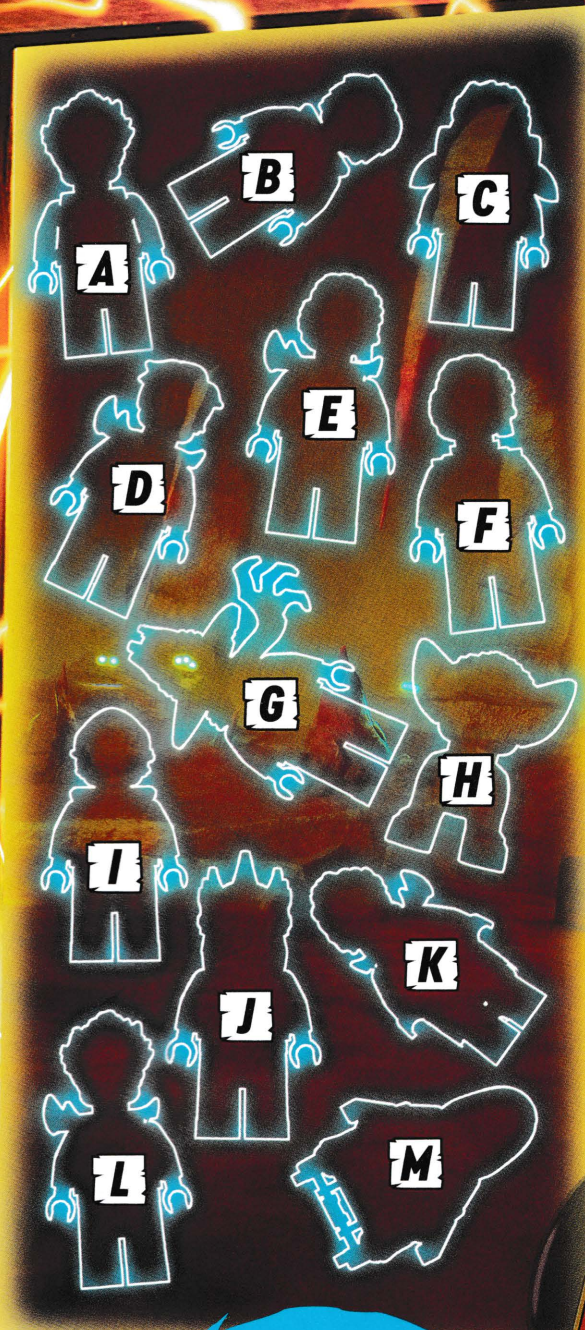




OBSCURE OUTLINES! ACTIVITY

Help Z-Blob and Albert find their friends and avoid the baddies!

WHO'S WHO? Match the minifigures shown below with the outlines in the doorway. Write the corresponding letters in the answer spaces at the bottom of the page.



ANSWERS: 1/ 2/ 3/ 4/
5/ 6/ 7/ 8/ 9/
10/ 11/ 12/ 13/

MISSING SHOOTER

Albert is not sure where he left his Lumi Caster. Find it on this page and circle it.

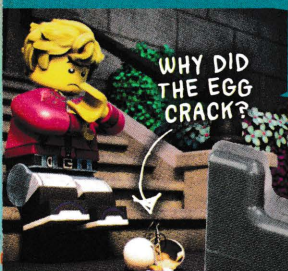
HMM...
NOW WHERE
DID I SEE IT
LAST?

Find the answers on page 34.

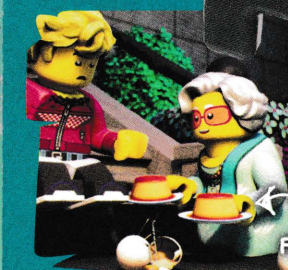
COOL! COOLER! COOPER!

Find out what drives the **smart inventor**, put your toy together and get started with the **action!**

A WISE ALLY Cooper is a perfectionist! If he can't solve a problem by himself, it keeps him up all night. Fortunately, he can turn to Mrs. Castillo, who often helps him with good advice.



WHY DID THE EGG CRACK?



SOME PUDDING CAN HELP HIM FIND THE ANSWER.

HIGH-POWERED SHOOTER!

DREAM CRAFT

Cooper loves all kinds of vehicles. Grab your LEGO® bricks and build a racer he can mount his shooter on.

CLEAR UP THE CHAOS

Help Cooper put his dream in order. Count how many hats, shooters and projectiles there are.



COOL HAT AND HAIRSTYLE!

HEY GUYS, DO YOU DREAM UP OUT OF THIS WORLD MACHINES LIKE I DO?

AWESOME ROBO-LOOK!

STRONG ROBO-ARM!

FACTS

COOPER, THE INVENTOR!

Age: 13

School class: 8

Info: Mateo's best friend, car fan, puzzle and tech whiz, good student, athletic

Dream crafting style: Architect and engineer. Builds things in the air

Weakness: Perfectionist, sometimes thinks too much

Specialty: Croco car and Coopersaurus Rex



PERFECT SHOT

Lay the magazine on the floor, stand Cooper in front of it, fire the shooter at the target four times and add up your point total.

TIP: place the magazine in front of a wall to keep from losing the projectiles.

PRACTICE MAKES PERFECT!



1 HEAD -
2 FACES

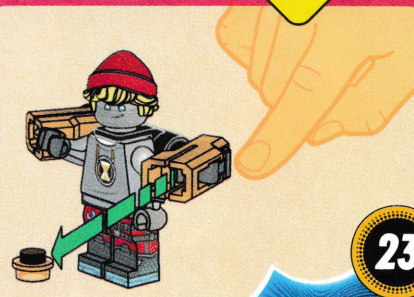
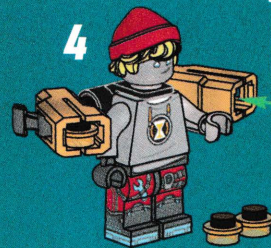
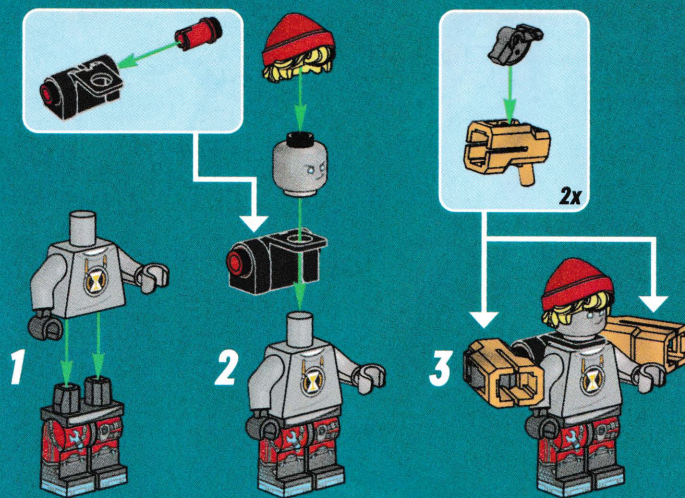


HEY,
YOU CAN BE A
DREAM CHASER!



I HAVE
THE COOLEST
GADGETS!

HOW TO ASSEMBLE YOUR TOY:



Find the answers on page 34.

CREATURE



WHAT YOU NEED:

- one dice
- one playing piece for each player

HOW TO PLAY:

- Each player chooses an **animal** and puts his/her figure on the corresponding start space. This is now **your colour**.
- The player with the **most pets** goes first.
- The players now **take turns** rolling the dice.
- After rolling, each player moves his/her figure the corresponding number of spaces **along the line**.
- If a player lands on a space of his/her own **colour** or a space occupied by another **figure**, then the **rules** for "Colour Jump" or "Dueling Rivals" apply.
- The **first player** to reach the **finish** is the winner.

COLOUR JUMP:

Whenever you land on a space of your **own colour**, you may jump to the **next space with that colour** immediately. If that space is **occupied**, a **duel** takes place.

DUELING RIVALS:

Any time a player lands on a space already occupied by **another figure**, the two animals must fight a **battle** to see who's stronger. Each player rolls the die. The **higher number** wins. The loser must go back to the **last space** that has his/her **colour**.

RACE!

Find out which **dream creature** runs the **fastest** and claims **victory** in the **dream world's wildest race!**

GAME FOR
TWO OR MORE
PLAYERS!

START

RED FLOWER PANDA

COOPERSAURUS REX

DOPELGANGER BEAST

PANDA-MONIUM

MANTICORE PHIL

FINISH

WOW, THEY'RE
AS FAST AS MY
SPACEBUS!

MIDNIGHT RAVEN ATTACK

The **Never Witch** attacks the dream chasers while riding on the back of her **mightiest creature**. Find out everything you need to know about the **Midnight Raven** and help defend the dream world.

NOTHING
CAN STOP MY
CREATURES,
HIHIHI!

STOMP! STOMP!
STOMP!

THE CHICKEN
COOP IS ON
ITS WAY!

TERRIFYING
TALONS

YOU HAVE NO
CHANCE AGAINST
SPIDEY!

RAVEN RADAR:

The Never Witch has sent a **raven** to help the evildoers. Where will he land? Look closely to see which **outline** is an exact **match** for this picture! Tell the dream chasers the **right number**:



A SHARP BILL
AND A WATCHFUL EYE!

HERE I COME,
YOU DOPPEL-
DUMMIES!

WHERE ARE THE WORLDS?

The Never Witch has captured **three dream realms** in crystals aboard her raven. But there are **two more** on these pages. Can you find them?

CREEPY SPIDER
WITH COBWEB

BEWARE
MY Z-BLOB
POWER!



VEN

HEHEHEHE,
ALL EVIL COMES
FROM ABOVE!

FIERY
CAULDRON!

SMOKING
CHIMNEY!

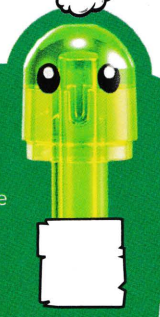
MAGIC SYMBOLS
PROTECT THE
DOOR!

MOVABLE WINGS
WITH SPIKY BARBS!

COME ON,
LET'S SEND THIS
WICKED BROOD
PACKING!



Z-BLOB SPY:
Z-Blob is on a secret mission to spy on the Never Witch. Count the places he has looked at on these two pages and enter the total number here:



SECRET!
SPIDER WEB JAIL
IN ITS BELLY!

RAZOR-SHARP
FEATHERS!

DREAM CRAFT
How do you protect yourself from baddies? Grab your LEGO® bricks and build a nightmare defence machine like Mateo's.

OPEN FILE

SET DATA:
Set No.: 71478
Height: 24 cm
Width: 51 cm
Length: 44 cm
Figures: Mateo, Astrid, Never Witch, Dizzy, Dogan, Raven, Mini-Z-Blob
2 ways to build

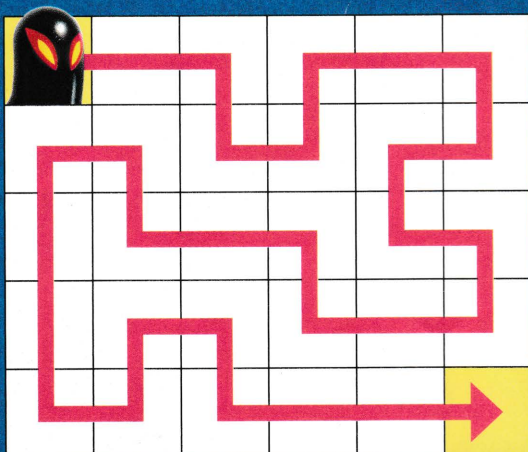
1203
LEGO® PIECES

WE'RE INCLUDED:

- MATEO
- ASTRID
- NEVER WITCH
- DIZZY
- DOGAN

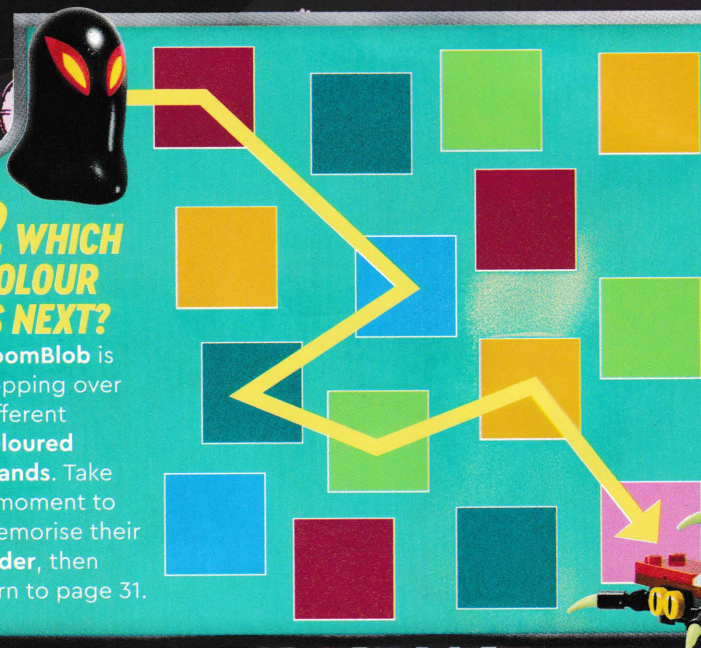


1 MEMORISE THE WAY! DoomBlob is trying to escape! Take a minute to memorise his **escape route**, then turn to page 31.

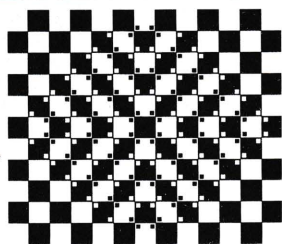


2 WHICH COLOUR IS NEXT?

DoomBlob is hopping over different **coloured islands**. Take a moment to memorise their **order**, then turn to page 31.

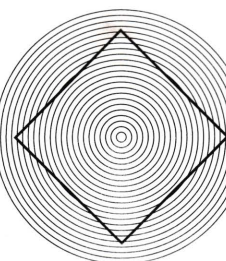


ARE ALL
THE LINES
STRAIGHT?



JUST WAIT,
I BET I'LL CATCH
YOU NAPPING.
HIHIHI!

ARE THE
SQUARE'S
SIDES
STRAIGHT?



3 PAY ATTENTION!

Take a minute to memorise every detail of these **creatures**. Then turn to page 31.



I AM THE STRONGEST BEAST OF ALL!

PART 2
IS ON
PAGE 31

PSSTT!
DON'T TELL ANYONE!

SECRETS FROM THE NIGHT BUREAU!

LEARN INSIDE INFORMATION FROM THE NIGHT BUREAU FILES FROM TEACHER AND DREAM CHASER MR. OZ.

FACTS

**FILE
NO. 7**



GET READY
FOR THE
TOURNAMENT!

Grand Inspector Royce,
head of the Night Bureau,
opens the competition.

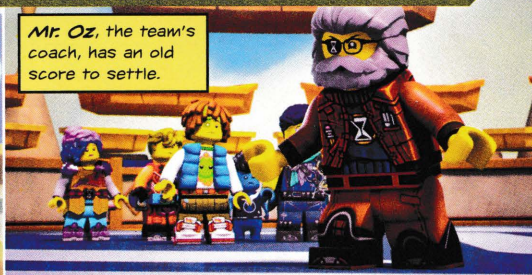
EXPERT KNOWLEDGE!

The R.E.M. Trials get their name from the so-called R.E.M. sleep or R.E.M. phase. The letters **R E M** stand for "Rapid Eye Movement." R.E.M. is the sleeping phase in which we have especially vivid dreams and our brains process information and feelings. During this phase, our eyes move back and forth quickly, hence the name.

► THE IMPORTANCE OF THE R.E.M. TRIALS

The R.E.M. Trials were invented a long time ago to test the abilities of Night Bureau agents and dream chasers. In contrast to the waking world (see "Expert Knowledge" box), the letters **R E M** stand here for "Readiness Evaluation Matrix." Grand Inspector Royce uses the trials to find out which dream chasers are best qualified to hunt the Never Witch.

Mr. Oz, the team's
coach, has an old
score to settle.

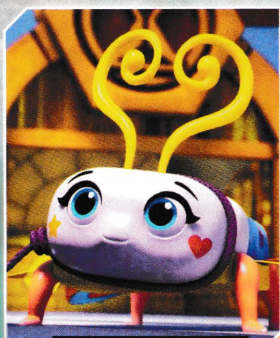


CRUCIAL CONTEST

► ROUND 1 - PEST CONTROL

In the first round of the competition, contestants must catch bedbugs and mount them in order to ride, fly or crawl out of the arena. These bugs may look cute at first, but actually they are very aggressive and irritable. So the contestants must be extremely creative. Only the fastest 14 advance to the next round.

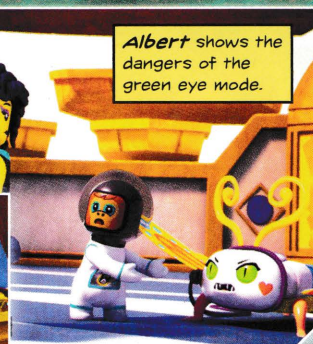
The bedbugs are cute little dream creatures that can become super dangerous if you make them angry.



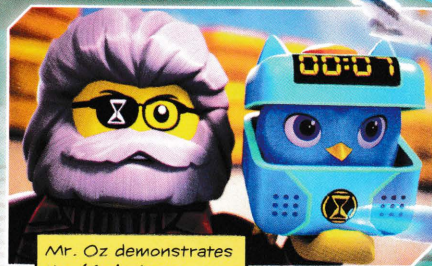
The bedbug buggy is a brilliant example of creative dream crafting.



Albert shows the dangers of the green eye mode.



**SCAN TO WATCH
DREAMZZZ™ SERIES
ONLINE**



Mr. Oz demonstrates the **bird alarm**.



▶ ROUND 2 - BEAT THE CLOCK!

In **round two**, contestants must **shut off** a small **alarm clock** inhabited by a dream bird before the alarm goes off. The clocks move **very quickly**, have **wheels** and can **fly**, of course. What's more: Anyone who is nearby when the time is up is expelled from the dream world back to the waking world. Only the **best seven contestants** advance.



In **buggy form** they are difficult to catch.



Dream chasers like agent Takashi become **stars** in the arena.



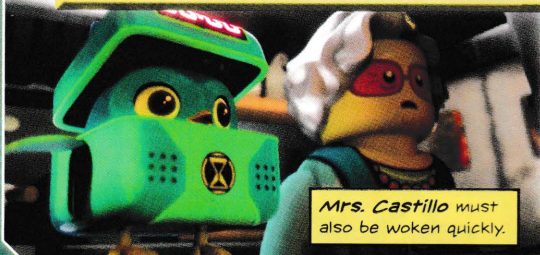
Astrid uses a rainbow bridge to **pursue** one of the flying clocks.

Riding a **bedbug** is one good way to catch a clock.

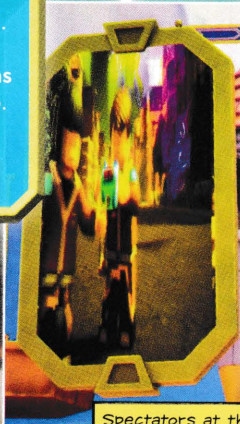


▶ ROUND 3 - THE FINALE

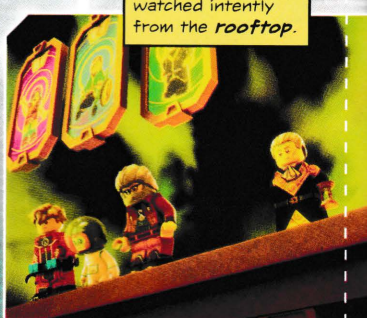
The **final round** takes place in Bizarro Brooklyn. There, the finalists must use the alarm clocks from round 2 to **wake up** the **dreaming citizens** of Brooklyn without disturbing their own sleep. Their efforts are watched on **huge dream monitors**. The **three best contestants** win and are declared **Night Bureau Champions**.



Mrs. Castillo must also be **woken quickly**.



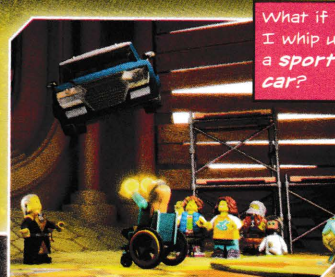
Spectators at the arena can watch the top contestants battle via massive **dream monitors**.



The trials are watched intently from the **rooftop**.

NEW SKILL LEVEL

The R.E.M. Trials determine which members of the Night Bureau have the **most powerful dream crafting skills**. The dream chasers must take their dream crafting to the next level in order to keep up.



What if I whip up a **sports car**?

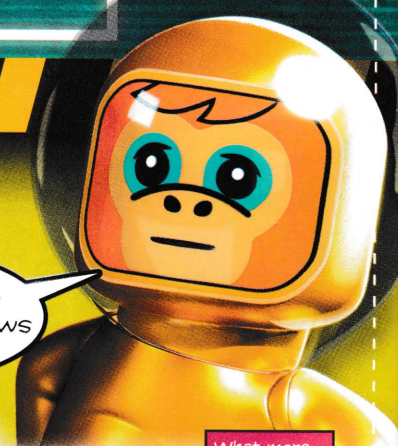
HERE, DREAM CHASER ASTRID FROM BERLIN SHOWS HER POWER!



A **heavy guitar** for making heavy music.



What more could you want: a **giant gummy bear** riding a unicorn.



TRAINING FOR DREAM CHASERS



PART 2
OF 2

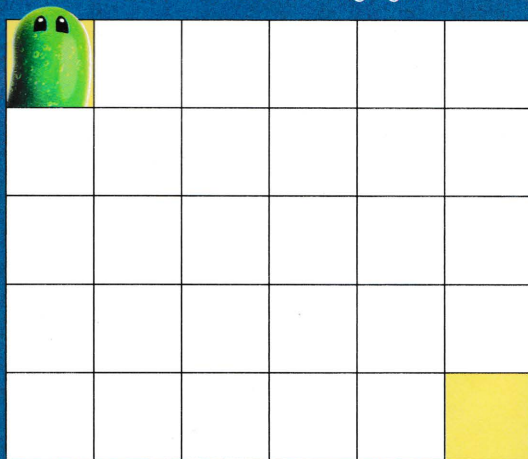
PUZZLE

Have you memorised DoomBlob's escape route plus all the other details on page 28? If so, then you are now ready to test your dream chasing skills below.

LET'S SEE
HOW MUCH YOU
CAN REMEMBER.
DO YOUR BEST!

1 DRAW THE PATH!

Did you memorise the escape route on page 28? Show Z-Blob how to track down DoomBlob without checking again.



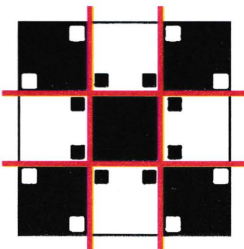
2 A SERIES OF COLOURS

Can you recall the colour path on page 28? Mark the column, that shows the right order of colours from top to bottom.

A	B	C	D	E

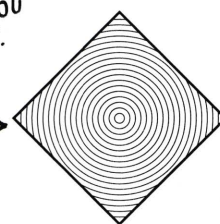
THE NEVER WITCH'S ILLUSIONS!

THEY ARE **STRAIGHT**. YOU CAN TELL BY LOOKING AT THE **INDIVIDUAL SQUARES** OR USE A **RULER** TO CHECK!



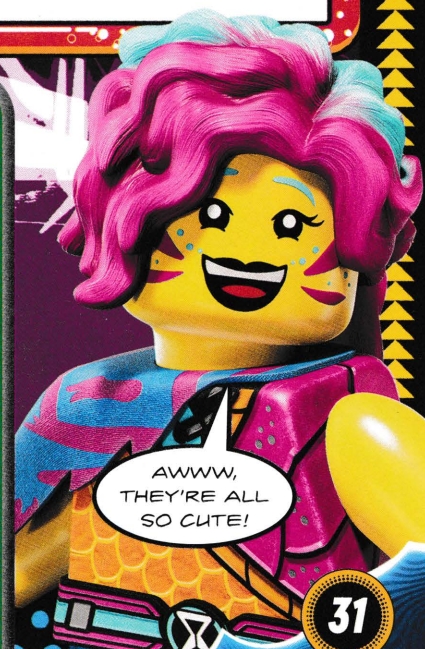
THE SIDES ARE **STRAIGHT**. YOU CAN USE A **RULER** TO CHECK.

YOU DIDN'T FALL FOR THE NEVER WITCH'S TRICKS, DID YOU?



3 WHO IS NEW?

Remember the picture on page 28. What's **different** here? Mark all the **new creatures**, then compare it to page 28.



AWWWW,
THEY'RE ALL
SO CUTE!

READY?
LET'S DO IT!

WINDING WAYS!

COLOUR COMBS

Zoey can only find her way through the **grid** by entering and exiting each **comb** on the correct side. Trace the right path for her according to the following **series of colours**:



START

FINISH

Help Zoey and Pyewacket recognise the **grimwolf** and find the way back to the **dream door**.

WHERE WOLF?

This **grimwolf** has gone to pieces. Put him together by entering the **numbers** of the correct picture sections below.



Find the answers on page 34.



FELINE FUN

Mark the right way to the **dream door** for Pyewacket.



WIN!

LEGO® DREAMZZZ™ CROCODILE CAR TOY 2in1 SET

SURVEY

Want to help make this mag even better? Complete our online survey and you'll get the chance to win this awesome LEGO® DREAMZZZ™ Crocodile Car Toy 2in1 Set, which you can turn into a Dream Monster Truck or a Croc Car Vehicle! Not only that, but it comes with Cooper, Jayden and Night Hunter Minifigures!

Simply scan the QR code here, complete all the questions with your parent or guardian, then ask them to fill in their details. If you would like to enter the competition, please enter your name and email address where requested and make sure you submit your response. The winner will be chosen at random.



LEGO® DREAMZZZ™ CROCODILE CAR TOY 2in1 SET (71458)

Closing date: 11.59pm 04 December 2024



Terms and Conditions:

The promoter is Immediate Media Company London Limited, registered address Fourth Floor, Vineyard House, 44 Brook Green, London W6 7BT. Please make sure that we have your entries by 11.59pm on 04 December 2024. 1. Entrants must be between 5 and 16 years old. You need permission from your parent/guardian before you can enter the competition. 2. You can enter if you live in England, Wales, Scotland, Northern Ireland or the Channel Islands, unless someone who lives in your house works for Immediate Media Company. 3. By entering the competition, you promise us that you have read these rules and that you will follow them. 4. We can't include entries which arrive late and we can't accept responsibility if your entry is lost. 5. One winner will be chosen at random from all the entries received on or before the closing date. 6. One entry per household. We don't allow bulk entries made by other people on your behalf. We will disqualify all entries that break this rule. 7. If you win, you will receive the prize described. We won't swap the prize for cash. If there's ever a reason we can't give you the exact same prize will give you something just as good or better instead. 8. The winner will be contacted within 28 days of the closing date, either by telephone or email. Prize fulfilment will be within 28 days from the date we receive the winner's address details. 9. If we contact you to tell you that you're a winner, but you don't reply within a month, we may have to offer the prize to a runner-up or give it away as a future competition. Your details: We will use your name and any other details that you give us to run this competition. If you win we will pass them to the person who's providing the prize so that they can post it to you, and we may use your first name in the magazine or on our website, but we won't provide them to anyone else without your parent or guardian's permission. The surname and county of residence of the winners' parent will be available upon request by sending a stamped addressed envelope to: The Insight team, Immediate Media Company, 4 Brook Green, London W6 7BT within two months of the closing date of the promotion. We'll contact the winner and give them the opportunity to object or limit the amount of information shared. The promotion is subject to the laws of England. Your details will be held in accordance with Immediate Media's privacy policy can be viewed here: www.immediate.co.uk/privacy-policy

PREVIEW

BE READY FOR THE NEXT ISSUE WITH BEAST LOGAN!

AWESOME TOY!

1 HEAD,
2 FACES!

RAGGEDY
OUTFIT

GOLD
DOUBLE BLADE

LOGAN

+ GIANT DOUBLE SCYTHER

ANSWERS:

PAGE 3

THE WITCH IS WATCHING Path D

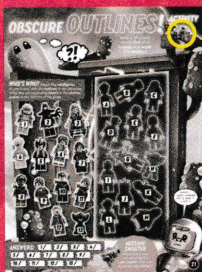
Page details: 1/32; 2/27; 3/23;
4/24; 5/31

PAGE 21 **WHO'S WHO?**

1C / 2G / 3M / 4A / 5J / 6B / 7K
8L / 9F / 10D / 11E / 12I / 13H

**MISSING
SHOOTER**

(yellow
circle)



PAGE 22 **CLEAR UP THE CHAOS**

10 hats, 12 projectiles, 8 shooters

PAGE 26 **RAVEN RADAR** 5

WHERE ARE THE WORLDS?

(blue circle)

Z-BLOB SPY 11 (yellow circles)



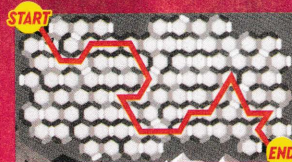
PAGE 31

WHO IS NEW? (red circles)



PAGE 32 **COLOUR COMBS**

(red line)



WHERE WOLF?



**FELINE
FUN**

Path D

LEGO DREAMZZZ

Editor Claire Norman
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ASK A GROWN-UP
TO SCAN THIS CODE
OR VISIT
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TO TAKE THE SURVEY
RIGHT AWAY!

THE RULES: Cut out the cards along the dashed lines, shuffle them and lay them out face down. The youngest player **starts** by turning over **two** cards. If you have two **identical** characters, **take them** and turn over **two more** cards. If they don't match, it's the next player's turn. The player with the most cards wins!

THE GAME: Bring order to the dream World by finding the matching cards!





DREAMZZZ DREAM WORLD MATCH UP GAME!

